

THE Pocket Armenian

#15

Jamaica, N.Y.

July 13, 1975

((Those of you who have been reading this 'zine from the very beginning may remember an article by Adam Kasanof in #2 entitled "Aspects of Modern Technological Warfare to Diplomacy"--make that "Applications." Well, true to form, Adam has finally written the second part of the series. And here it is:))

ELECTRONIC SURVEILLANCE AND FACE-TO-FACE DIPLOMACY

by Adam Kasanof

In light of Scott Rosenberg's recent publication of the infamous "Diplomacy Tapes" transcripts, and considering the current wave of hysteria over FBI and CIA misuse of electronic surveillance, I thought it appropriate to present this second in the series of articles on technological warfare in Diplomacy.

Bugging Conference Rooms: The simplest way to determine what is said in secret negotiations at an FTF Diplomacy game is to bug the conference room in which the negotiations take place. There are basically two ways to accomplish this. The first is to plant a miniature radio transmitter in the room. This device will pick up all conversation taking place in the room and broadcast it to a receiver located elsewhere, where it may be overheard, and, if desired, recorded for later reference.

A miniature transmitter unit which broadcasts on the standard FM band to any portable FM receiver can be constructed very easily, and plans for such devices appear in dozens of electronics magazines and books of electronic projects. Transmitters in kit form may be purchased from any large electronics company such as Radio Shack, Lafayette Radio, etc. (Transmitters of this type are usually referred to as "FM Wireless Microphones" in the electronics catalogs.) A ready-made transmitter of this type measuring $2\frac{1}{4}$ " x $3\frac{1}{4}$ " x $\frac{1}{2}$ " is available for \$14.95 plus 50¢ postage, including battery, from AMC sales, Dept 17, PO Box 928, Downey CA 90241.

The second method is to conceal a tape recorder in the room which will record conversations carried on in the room. This system has the disadvantage of requiring that one enter the conference room periodically in order to play back the tape and determine what was said, but has the advantage that one need not constantly monitor a receiver to hear what is being said in the room ((the ideal solution, then, seems to be using a wireless mike with a tape recorder hooked up to the FM receiver)).

(Continued next page)

THE POCKET ARMENIAN
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CHCAM. PUB. #34

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THE POCKET ARMENIAN, now over a year old, (and the Anniversary Issue was CHCAM Publications #33, by the way) is a magazine of Postal Diplomacy and other similarly ludicrous and pointless mental fantasies of alternative histories and timelines; we toss in some Sci-Fi, fantasy, D&D, wargaming, humor, fiction, parody, and news for good measure. Subs are 8/\$2. Game fee is \$6.50 but no games open right now. We welcome ALL contributions, paying two free issues for less than a page, and 4 for more. Permission to reprint is granted to all and sundry as long as credit is given and a copy sent to us. TPA is a division of C.H.O.A.M. Publications, Director Scott Rosenberg.

Electronic Surveillance (continued)

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Any tape recorder can be used for monitoring conversations (although for ease of concealment, the smaller the better) in a room. However, one device which is immensely useful for this type of application is a VOX, or Voice-activated relay. When hooked up to a tape recorder, the Vox switches the unit on when someone in the room speaks, and switches the unit off again when the conversation ends. This saves a great deal of tape, since without a Vox the recorder used for surveillance must be left on all the time, thus wasting tape by recording room noises when no one is speaking ((like creaking and moaning and clanking)). More expensive tape recorders have voxes built in, such a device can be purchased separately (although the prices for it are often excessive), or, for maximum economy, may be easily constructed. A voice-activated relay kit may be purchased from Eico, 283 Malta Street, Brooklyn NY 1 207 for well under ten dollars (for more information, write for their free catalog).

I was involved in a face-to-face Diplomacy game at Discon II (the 1974 World Science Fiction Convention, Washington DC) which was held in a long hallway of the main floor of the Sheraton Park hotel. There were no conference rooms of any kind. When someone wished to conduct negotiations, he would simply walk fifty or a hundred feet down the hall, out of earshot, along with the person he wished to speak to. In this situation, planting microphones would be impossible, as would planting tape recorders, since there was no way to tell where a person might go to carry on his conversation. Also, conversations were often held between two players as they strolled along the center of the hall, moving from place to place, making hidden recorders and transmitters still more impractical. In a situation like this, the appropriate solution would be to use a Parabolic Microphone, or "Shotgun Mike" as they are often called. A parabolic microphone consists of a dish-shaped parabolic reflector with a microphone placed in its center, hooked up to an amplifier (and usually a tape recorder as well), mounted on a tripod, or fitted with a shoulder stock (hence the name Shotgun Mike). One simply aims the parabolic mike towards the persons speaking, and the unit picks up the reflected sound waves, focuses them via its reflector unit, and amplifies them so that they can be heard by the device's user. A parabolic mike, capable of picking up conversations at a range of several hundred feet is available from Edmund Scientific Corp., 300 Edsocorp Building, Barrington NJ 08007 for #32.75 plus 50¢ handling (item #80,176 EH).

Another useful device is the "electronic stethoscope," which essentially is a microphone connected to a miniature amplifier and headphones. If for some reason one were playing Diplomacy ((What??? Never!)) under circumstances where planting equipment in conference rooms would be impractical (i.e., too many different rooms, insufficient access to rooms to allow positioning of apparatus) one could use an electronic stethoscope to hear talking inside the room. One would place the microphone of the stethoscope against a wall or a door of the room in question, switch it on, and listen away. Electronic Stethoscopes are commercially available ready-made, but are much less expensive if they are constructed. A good set of plans for an easy-to-build electronic stethoscope is contained in the book 49 Easy Entertainment & Scientific Projects Volume 1 by Robert Brown and Tom Kneitel, published by Howard Sams Co., Indianapolis, Indiana 46206. (The book features plans for two wireless microphones as well, and volume two contains plans for a telephone eavesdropping unit. Entertaining projects, indeed). \$2.50.

I hope that this brief treatise on electronic surveillance increases your "luck" at the game of Diplomacy. And when you negotiate yourself, you would be wise to keep in mind the old Persian proverb "In the walls there are mice, and mice have ears."

CHAT, as they call it over in Limeyland or whatever.

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Since last issue's thirty-six page mammoth left my article sources depleted, I am low on material for this issue. In fact, it may even turn out as a ten-page issue, my first since #1. We'll see. In any case, I am just going to babble along here, something that I don't usually do but many editors do. If you don't like it, that's tough duds.

Dungeons and Dragons as a craze has hit unparalleled heights here, mainly because of Stephen Tihor's fine gamemastering efforts. Even I have caught the disease. About six months ago I began GMing without ever having played before or knowing much about the game in general, and although it was great fun it was very hectic and not very satisfying. I swore off GMing for a long time since then, and also playing, until Stephen began running games. At the moment I am being sucked into GMing again, mostly because I'm so intrigued and fascinated even though I know it will eat up my time. Oh well--work on my dungeon has superseded work on my Lord of The Rings game, so I guess it'll be the dungeon and not the game that goes down to Origins I. I guess I shouldn't worry; from what I hear they've already filled four expeditions of what I would imagine to be 2-30 people each, so there should be many, many dudgers floating around in need of a dudge.

As players in his games know, Matt Diller ran off to Cape Cod for a week and then decided to stay a few days longer--in fact, to stay until tonight, the night after the deadline! This has totally messed up production of this issue, so if it's a few days late blame it on Diller. Blame it on him in any case.

One major goof on my part in the Anniversary Issue, and one that I'm really sorry about, was the omission of Ray Heuer from the Dedication (he was also omitted from the Dedication, but I suppose he won't mind that). You can consider the following part of the Dedication: I forgot to mention Ray there because of the sort of person he is: he does a lot of work and helps out in a lot of ways, but is very quiet about it and does not boast in any way in any possible attempts to further himself by such work and help. This is a remarkable and admirable quality, and one that deserves to be praised in dedications; it also by its very nature tends to get forgotten and left out of dedications.

1974CL is being left out of this issue mainly because the analysis that the analyzer sent me I haven't received yet. Oh well, maybe we'll print a double installment next issue. There should be some Dudland in this issue, and maybe I'll throw in the Monty Python biographies or the Thinker material. Huh? What's that, you ask?

It's rules for a new class in D&D--Thinkers. What I want to know from you readers is this: are you interested in D&D material? At this moment, we certainly are. If you could, please just mention in your next set of moves or letter if you'd like D&D stuff or if you'd abhor it. If I get no comments, as it seems is the norm from the way things are with people these days, I will go ahead and pay no attention to democracy since I have given the people a chance to speak and they have not spoken.

A "little warning": there are widespread rumors of a postal strike coming up. IN THE EVENT OF A POSTAL STRIKE, ALL GAMES (and all issues of TPA) Will be delayed until THREE WEEKS AFTER THE STRIKE ENDS. Got that? That's important.

Another "little warning": my costs keep on going up. I will not raise prices again since 8/\$2 is already not a low rate. What I may be forced to do is go over to that "cruddy brown paper" Lipton was talking about on the tapes. I know it's cruddy, but it costs half as much.

Last issue, the Anniversary one, had a picture on the cover with a caption that went with it. I am offering a free 8-issue sub to anyone who can identify that picture and its caption, editors disqualified (editors of TPA, that it). If we trade I'll give you an extension (like T plus 8). While you send in your guesses, you might also throw in some comments, ideas, general sort of things that one normally puts in letters--we have not had a letter column in some issues now.

If any player is going to be away for a while, PLEASE ATTEMPT TO TELL US WELL AHEAD OF TIME, like two or three months, if you know. Some of you do. But if you don't it can really mess up our schedule--witeess 1974GH (although that was a good part Greg's fault).

Ghod damn this stupid squeezing of lines! I'm going to have to bring this typewriter in to be fixed, because I certainly can't type up the Handbook looking like this.

I have quite a few copies of the Anniversary Issue left over, so I'm going to sell them at 50¢ each, less if you're nice and convenient and send me 16¢ postage. I do very much want to sell them, so please buy them.

THE 1975 GEMIGNANI AWARDS LIST

In each category the winner will be starred (*), and each candidate or writer who receives 3 or more votes will be listed along with his tally.

SEVEN MOST HATED PERSONS IN THE HOBBY

*Gordon Anderson - 23
*Lenard Lakofka - 22
*John Beshara - 17
*Charles Reinsel - 15
*Rod Walker - 14
*John Boardman - 13
*Buddy Tretick - 13
Lewis Pulsipher - 11
Walter Buchanan - 10
Evan Jones - 10
Conrad von Metzke - 10
Edi Birsan - 9
Eric Blake - 9
James Massar - 8
Ronald Kelly - 5
Robert Sacks - 5
Bangs Leslie Tapscott - 5
Gary Peterson - 4

WORST PUBLICATION

*Big Brother - 11
Diplomacy World - 8
Command Post - 5
La Guerre - 3
Mixumaxu Gazette - 3

WORST NEW PUBLICATION

*Command Post - 10
Diplomacy World - 8
Big d/Sinai - 7

WORST RELIABLE GAMEMASTER

*Charles Reinsel - 14
Buddy Tretick - 9
Kevin Slimak - 5

LEAST RELIABLE GAMEMASTER

*Gordon Anderson - 13
Jeff Key - 7
Charles Reinsel - 5
John Mirassou - 3
Conrad von Metzke - 3

WORST SINGLE PRESS RELEASE

*Peter Berggren/1974CN/Pellucidar #27-14
Scott Rosenberg/1973CNbu/Carn Dum #2-11

WORST PRESS RELEASE SERIES

*Lenard Lakofka/a Search For Treasure/
Diplomacy World - 15
Evan Jones/The Habbits & The Lord of
the Board/The Times - 9
Duncan Smith/Kimball Drek/The Fouch
& Carn Dum - 8

WORST REGULAR GAME

*1973AR/Pellucidar - 17
1972CP.Bellicus - 4
1974HB/Arrakis - 3

WORST VARIANT GAME

*1973ABdu/The Pouch - 8
*1973CJeq/Pellucidar - 8
1973AUce/1901 and all that - 6
1971DBu/Lost Horizons et al - 3
1973Hbu/Pellucidar - 3

WORST VARIANT DESIGN

*Gigaton Bomb - 18
Intimate - 5
Colonial (NOT Colonia) - 3 (Berggren's)

WORST PLAYER

*Margaret Gemignani - 9
Fred Winter - 3

LEAST MERITORIOUS CONTRIBUTION TO THE HOBBY

*Lenard Lakofka - 8
Robert Sacks - 7
Allan Calhamer/Diplomacy - 6
Douglas Beyerlein/BPP - 5
Conrad von Metzke/BN Transfer - 3
Rod Walker/The NY Conspiracy - 3

WORST ARTICLE

*Lenard Lakofka/IDA Pres. Campaign Statement
- 18
Allan Calhamer/Scoring A Dip. Tourn./-6
Evan Jones/An Honest Review of Binary - 5
Mike Honig/The Honig Rating System - 3

SPECIAL AWARD

*Nicholas Ulanov/Best Campaign Statement
for the wrong Race - 10
Conrad von Metzke/Record Number of
Drop-outs - 9
Evan Jones/Open Mouth, Insert Foot - 7
Robert Sacks/Dud of the Year - 7

For next year we have an additional category (courtesy of the staff of the April 1 fake issue of PAROXYSM) LEAST RELIABLE ALLY. Nominations for new categories and in all categories for 1975 are due to Robert Sacks by January 31, 1976, together with pledges to publish ballots.

((This came with a Teller's Report that asked for more widespread support of the Awards in the future. I'm not printing it because I don't think it's worth the space

GAMES, in no particular order

1974GH (PA2)

GM: Costikyan
GNASHING IS SPREADING

April 1905

AUSTRIA (Gilinsky): MNR. R A Boh-OTB. A UFR, A RJM, A TYO, F IYO,
A PIE, A GAL /h/.

ENGLAND (McMullin): W F Wes-Tun. F ENG S F IRI-mid; F TUN /h/(-OTB);
A GAS s german a bur-mar/nso/.

FRANCE (Gildroy): A HAR s austrian f lyo-spa(sc)/nso/; A SPA-per.

GERMANY (Gillespie): f pic-BEL; a boh-VIE; a mun-SIL; a ruh-MUN; A PAR
s english a gas; A BUR /h/; a kie-BER.

ITALY (Dead)

RUSSIA (Zimmermann): A MOS gnashes its teeth((See the new House rule));
A WAR-gal; F BAI h; A STP s a mos.

TURKEY (Penn): A SEV-mos; A ARM h; f aeg-ION; a ser-ALB; A TUS h;
F TRN s f naf-TUN; F WES s austrian f lyo-spa(sc)/nso/.

SUPPLY CENTER NONSENSE:

AUSTRIA: bud, tri, gre, rum, ser, ven, ~~vie~~; EVEN. (6)

ENGLAND: lvp, edi, lon, nwy, bre; build one. (5)

FRANCE: mar, spa, por; build one, no room. (3)

GERMANY: mun, kie, ber, den, hol, bel, par, vie; build one. (8)

RUSSIA: mos, war, stp, swe; even. (4)

TURKEY: ank, smy, con, bul, sev, nap, rom, tun; even. (8)

NEXT SEASON, WINTER 1905, WILL BE COMBINED WITH SPRING 1906, AND IF ANY
OF YOU PROTEST, SO HELP ME, THIS GAME IS GOING TOO SLOWLY... See below:

1974GU (PA3)

GM: Rosenberg
GAME NEARING FINISH?

Winter 1904

seasons uncombined upon request.

AUSTRIA (Bennett): Build A Bud.

ENGLAND (Fox): Build A Edi.

FRANCE (Malmquist): Even.

GERMANY (Diller): Build F Ber.

TURKEY (Costikyan): Build A Ank.

A four-way draw has been proposed among the surviving powers
excluding England. Please send votes in with your next moves. No vote
received will count as a "no." The vote must be unanimous to pass.

1974GH PLAYERS PLEASE NOTE: Standby for Austria is Edi Birsan,
35-35 75th St, Apt 302, Jackson Heights, NY 11372.

1974ID (PA4)

Dudland

GAME DELAYED AGAIN: Yes, I know, another dud-out. This is becoming
chronic. The problem this time is that John Brennick went away for a
few weeks and gave Greg Costikyan the name and address of his sub player.
Greg subsequently lost same. Then he couldn't reach Brennick because
Brennick was away. In any event, subbing for Brennick for the next
season will be Ferkin Doyle, 1519 Naudain St, Philadelphia PA 19146.
Now can we please get this game moving, Greg?

Not enough room left here for another game, so I might aswell fill
it with filler.

Would you people be interested in buying official New York Conspi-
racy T-shirts, stationery, membership cards and so forth based on the
back cover of the Anniversary Issue? If there is interest, I can probab-
ly arrange for it.

Let's plug Bob Lipton here, since we've got nothing better to do.
Bapt, as he's called around here, has just hit his second anniversary
and is publishing a second anniversary issue. His 'zine, THE MARKUDARXU
GARBLETTE, is decent enough. Send him \$2 for some at 556 Green Place,
Woodmere NY 11598.

1974PM (IA1)

GM: P13.97
BATTLE RAGES OVER RUSSIA

FALL 1906

AUSTRIA (Darden): A SII & a TYO s a BOH-mun; a bud-TRN; f bud-ADA;
f AEG s italian f eas-lon; a con-BUI.
FRANCE (Gruen): f nat-NRG; f bre-ENG; a RUP & a BUR s german a mun;
f TUN s f wes-TRN; f spa(sc)-LYO; a MAR s a PIE.
GERMANY (Barlow): a EDI h; f NWY s french f nat-nrg; A FIN s f nwy;
f BOT s f bal-IVN; a MUN s austrian a tyo; a BER s austrian a sil;
a LIE s a mun.
ITALY (Pelly): f trn (-ROM, NAP, OTB) s f naf-tun/nsu/; a VEN s a TUS-pla;
f eas-ION.
RUSSIA (Gildroy): f BAR s a STP-nwy; f lvn-bot(-OTB); a sev-MOS; a WAR
s a pru; a PRU s austrian a sil.

1973FC (PA5) GM: Rosenberg Fall 1907

FRENCH SUFFER MAJOR DEFEAT AT PRAGUE, BUT CONTINUE TO DEVOUR SUPPLY
CENTERS; NSO's AND OTM's ALL OVER THE PLACE--HAVE THE LINES OF COMMUNI-
CATION BEEN FOULED UP? TURKO-RUSSIANS EXTEND FRONT ALONG DANUBE;
EXILED ENGLISH EXTRICATE THEMSELVES FROM RUSSIA

AUSTRIA (Civil Disorder): A VIE h.
ENGLAND (Pelly): F BAL c A IVA-den; f STP (sc) h.
FRANCE (Cusack): f nwy-SWE; f nrg-BAR; F NTH c a EDI-den; A HOL s
a mun-lie; a bur-MUN; a boh-sil(-OTB); a bur-MUN; F IYO s A FIE h;
F WES s f TRN h; A TUN h.
GERMANY (Kovalcik): a kie-mun (-DEN, RUH, OTB); F BER-bal.
ITALY (Zimmermann): R f trn-nap. F NAP-rom; a tus-ROM; A VEN s turkish
a tyo/otm/. *AKK! MUST of course be page after next*
RUSSIA (Leeder): A SII s turkish a tyo-boh; a war-GAL; a mos-WAR; A BUD
s turkish a tri-vie/nso/; f bul(ec)-BIA where it joins its Turkish
comrades in an extended bout of gnashing ((the Russians can gnash,
but the Turks will have to be satisfied nashing)).
TURKEY (Swies): F ALG s a con-BUI; F ICN s italian f nap-trn/nso/; *Italy*
a APU s italian a tus-rom; a tyo-BOH; a tri-TYO; F ADR s italian
a ven.

SUPPLY CENTER CHART, GNASH GNASH:

AUSTRIA: Vie.	(1) Even.
ENGLAND: stp, sw , den?	(1) or (2): -1 or 2.
FRANCE: bre, par, mar, spa, por, bel, hol, mun, tun, lon, lvp, edi, NWY, SWE, LIE.	(15) build three
GERMANY: ber, sw , den?	(1) or (2): even or -1.
ITALY: ven, nap, rom.	(3) Even.
RUSSIA: mos, war, sev, rum, bud.	(5) Even.
TURKEY: ank, con, smy, bul, gre, ser, tri.	(7) even.

As of July 28, John Leeder's address will be 208 Haysboro Cres. SW,
Calgary, Alberta, Canada T2V 3G3. From August 11 to 22, John will be
away on a canoe trip and incommunicado.

PLAYERS NOTE THAT WE ARE COMBINING WINTER 1907 AND SPRING 1908 NEXT
DEADLINE!!!

A NEW HOUSERULE

That with all this gnashing running around, I want to make my positi
very clear: no unit may "gnash" unless it has spent a full turn learning
English. Note that Russian F Ela in 1973FC has already done this. The
sole exception is English units. All English units can gnash without
wasting a turn, since they already know the English language. I always
was an Anglophile at heart, anyway.

Units that don't know English may always, of course, "nash"--but do
you really feel that same thrill, that ecstasy of molar 'gainst molar,
grinding away viciously?

1975B (PA6)

GM: DILLER

Dudbo

Yes, a delayed season. Last turn, French A Box was dislodged and had to retreat to either Paris, Gascony, or Marseilles. For some reason or other word got around to some of the players that France had taken Belgium--this is not true. Last turn's adjudication was correct in every respect except that it left out the above French retreat. Sorry for the delay, but we really couldn't pull this one together.

1974AGcv

GM: Diller

Fall 1903

GERMANY'S BARBAROSSA BARELY GETS OFF THE LAUNCHING PAD

AUSTRIA (Grossman): R a clu-ser. A SER s a vie-CIU; a tri-BUD; F ADR E.

CHINA (Darden): A imo-han; a man-INO; f sop-TOL; F ECH & F FOR s f can-SCH; A VTN-ann.

ENGLAND (Barlow): f midobb-SATOBB; f iri-NAT; f nat-WATOBB; F HOI s f den-LIE; F NTH-den; F AND s F JOH-thai(wc).

FRANCE (Gilinsky): MHR. A SPA, A MAR, A PIC, F BRE, A ANN, F SIA, F BOR, F TIM, A RUH /h/.

GERMANY (Proujansky): R a hol-kie. A TYO s italian a ven-tri/ncp/; A BOH-vna; a kie-MUN; F BAI-den; A SII-gal; F PRU h. Note that last turn the move "F den-BAI" was left out by accident.

INDIA (Prosnitz): A IRA s russian f sev-arm; f mad-EIN; F WIN-ara; A LAO-vtn; A BMA s A SHA-tha; f jav-MAI.

ITALY (Honig): A PIE s a ven; A VEN s a pie; F ION-aeg; F PEN-eas; A GRE s russian a rum-bul; F RED s f ade-YEM; A EGY h.

JAPAN (Weswig): F SOL-kar; A PHI h; F CEL-bor.

RUSSIA (Eisen): F SWE-bal; A FIN-swe; A IVA h; A WAR-sil; A RUM-bul; A GAI-vna; f sev-ARM; A TUR s indian a ira; f sib-VIA; F NPA-kar; f sja-KYO; a clu-ser (-OTB).

TURKEY (McGee): A BUL s F AEG-gre; f con-BIA; F EAS-aeg; f yem-ara (-NEJ, PER, CTB); A BAG s a arm-ira(-ANK, SMY, SYR, OTB).

SUPPLY CENTERS:

AUSTRIA:	bud, ser, clu, tri.	(4) Even.
ENGLAND:	lon, lpl, edi, joh, tha, nwy, ire, bel, HOL, LIE.	(10) +2.
CHINA:	pek, han, can, osa, man, omo, vtn, for, TOL.	(9) +1
FRANCE:	par, mar, bre, sai, pro, mor, cam, bor, spa.	(9) even.
GERMANY:	ber, mun, pos, den, sch , kie .	(4) -2.
INDIA:	del, cal, mad, bma, jav, ira, cey.	(7) Even.
ITALY:	rom, ven, nap, mog, pen, tun, egy, eth, YEM, GRE.	(10) +2
JAPAN:	phi, sch , kie .	(1) -2.
RUSSIA:	mos, oms, stp, vla, sev, war, rum, skg, swe, kor, kar, vna, KYO.	(13) +2.
TURKEY:	con, ank, smy, bag, bul, sch , kie .	(5) -2.

I suppose we won't be able to combine seasons...

PRESS RELEASES

1973FC: Rumania: Aleksei Fukoff, President of the Rumanian Classic Auto Club, has revealed that, because of the shortage of modern cars, his club provided transport for sailors of the Russian Fleet during their stay in Rumania. "Although the automobiles preferred were Hudsons, Studebakers and deSotcs," Fukoff commented, "the fleet also did quite a lot of nashing."

1974GU: TARZANA, CA (July 4, 1975): It appears that I lost this one. There are two reasons why I think I did, the first one being that Diller lives in New York city, Bennett lives in New York City, and Rosenzweig lives on Long Island just one mile from NYC (Costikyan lives in NYC). According to IMPASSABLE #32, David Lalmquist lived at 173-10 Lexford Terrace, Jamaica, NY 11432. And in January of 1974 I lived in Syosset, NY (Long Island, (2): This caused an admiration for Tarzan (even though he is the best character in all fiction, we here in Tarzana, and Los Angeles for that matter (continued next page)

are very modest...), and therefore, because of complications of jungle disease suffered by J. Allen Lawhon, he resigned. Matt Diller almost caught it, however Malmquist caught it and turned insane, he stabbed me! (We take time out to raise the American Flag in front of our unnamed estate in Tarzana.)

Now, after Malmquist caught the jungle disease, he immediately gave it to Diller, whom he in all probability knew for some time. ((Not so!)) He also became insane and attacked me... In 1905 I stand to lose London.. If you do not agree to the draw vote I have proposed, then you are all, as New Yorkers, (I only lived in New York for two years!), are as dumb as Mrs. Ghandi of India...or Nixon.

((Don't ask me to make sense of that one.))

1973FC CHANGE: Italy's orders weren a tus-ROH; F MAP-trn; A VEN s
turkish a tri-tyo. This doesn't change the position, but does mean that
there shouldn't be an "nso" next to the order for turkish F ION. Sorry.

CAPITAIUDUD PALACE: Rayrilladud, as usual, picked up the royal mail in the morning and brought it in to the king.

One of this day's letters had a strange insignia on it. In the place where a member of the royalty's seal would normally be was a small drawing of a face that really consisted of a few straight lines with a mustache at the bottom, like the drawing to the right here:

Just as the king was about to open that letter, curious as to its contents, Prime Minister Rosendud walked in. The moment he saw the insignia, he cried out.

"Stop, your majesty! You are in mortal danger!"

"What babbling is this?"

"That letter in your hand is from Sir Rodney du Walque, a little-known knight from far-off Californeiay. He has a habit of sending very, very nasty letters."

"And in what way, may I ask, are these letters nasty?" The king's voice was cold.

"They contain...grave slanders, sir."

"Slanders? And how, may I ask, can these slanders harm me?"

"Well, your majesty...you may not believe this, but...you see... they jump out and attack you. You probably don't believe me, but I beseech you, don't open the letter. Let a minion open it."

"Ah, very well. Rayrilladud, open this envelope."

Rayrilladud picked up the envelope and a letter opener. Slowly, carefully he ripped it open. He pulled out the letter and opened it up.

Almost too quickly for the eye to notice, certain words from the text of the letter--like "conspiracy" and "irresponsible" and "take-over" and "New York"--removed themselves from the paper and launched an assault on Rayrilladud's face. "AAAAAAAAAAGGGGGGGGGGHHHHHHHHHH!" The jester screamed.

"Quick! Take him to Sick Harbor! This looks bad. Will he make it?"

The royal physician moved forward from his position on the far left of the room and said, "Most likely...but those are pretty serious wounds."

"Who is this Sir Rodney, anyway?" The king asked his Prime Minister.

"He's a very old, slightly quacky noble who gets his kicks by doing things like this. Really harmless, as long as you know about...things like that."

At that moment, some loud noises were heard from the doorway to the Royal Hall. "You must let me in!" a muffled voice cried out. The doors opened with a kick and in tumbled Science Minister Tibordud, two guards vainly clinging to his clothes.

"I have it, sire! I have it!"

"What, Teeb? What?"

The guards finally dragged Tibordud out of the chamber.



DDDD	N N	Y Y	M M	PPPP	A
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D D	N N N	Y	M M M	PPPP	AAAAA NEWSLETTER
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9 Jamaica, NY July 20, 1985

I'VE HAD IT

This is to announce my resignation as Head, or Capo, or administrator, or whatever you want to call it, of DNYMPA. This is for a number of reasons.

First, at the moment I seriously doubt the need for an organization such as DNYMPA. New York is such a closely knit group that if someone folded I think there would be ample time and enough people willing to work something out. This doesn't mean I quit; it simply means that I don't think an organization should have as its head someone who doubts whether it need exist.

Second, for reasons I shall not disclose, relations between a few members (or people involved with by offering to help) and me have deteriorated to the point where I do not believe I have to put up with them.

In any case, the new head of DNYMPA will be Greg Costikyan. I am sure he will do an admirable job; he is closely in contact with everyone involved. He publishes a 12-page variant playtest 'zine, URF DURFAL, and a 36-48 page bimonthly sci fi/fantasy/computer/wargame/diplomacy/anything 'zine GIGO. He should be starting trades with all of you; I suppose he'll decide for which 'zine, or give you the choice.

All the members put up for vote lastish are now members..well, you get the meaning.

Here is a membership list:

Peter Berggren, Davistwon Schoolhouse Rd, Orford NH 03777

John Boardman, 234 E. 19th St, Brooklyn NY 11226

Mike Friedman, 76 Halyard Rd, North Woodmere, NY 11581

Greg Costikyan, 1675 York Ave, NY NY 10028

Ben Grossman, 29 E 9 st, New York NY 10003

Ray Heuer, 102-42 Jamaica Ave, Richmond Hill NY 11418

Richard Kovalcik Jr, 947 56th St, Brooklyn NY 11219

Bob Lipton, 556 Green Place, Woodmere NY 11598

Doug Reif, 67 Grosvenor Rd, Lenmore NY 14223

Scott Rosenberg, 182-31 Radnor Rd, Jamaica NY 11432

Nicholas Ulanov, 48 University Place, Cambridge MA 08540

Fred Brenner, 2821 West 12th St, Brooklyn NY 11224

Also, John Beshara, 155 West 68 st, NY NY 10023 also regularly receives issues of DNYMPA Newsletter.

As far as I can remember, the above list should be complete. If anyone has been left off, please tell me or Greg. Robert Sacks also has been getting copies as 3rd Commissioner of TIDA.

Since I have the space here I will announce that I am officially breaking relations with Richard Kovalcik Jr. I will accept no calls from that person, nor will I accept any letters unless addressed to me in some official capacity. Trade is hereby cut with the TETRACUSPID, Kovalcik's 'zine.

There were some comments for print which I will pass on to Greg; he will do with them what he will.

I am enclosing this issue of DNYMPA Newsletter in TPA #18 to save money on postage. For those of you reading this who don't normally get DNYMPA Newsletter, Duh New York Mafia Protective Association (DNYMPA) is an organization of New York publishers and gamemasters who have banded together to pick each others' games up in case someone folds.

Best,

Scott Rosenberg

THIS IS THE DUD ISSUE

You people can officially name this issue the dud issue. It's the first time since our very first issue we've been less than twelve pages. But, after all, right after such a fantastic Anniversary Issue (no snickers, please--anybody who just laughed, consider yourself struck by a six-die fireball) we're allowed to have a dud or two. Next ish should bring back our usual features, including Sherlock Holmes, 1974CI analysis, Dudland, a Costikyan article (hear that, Greg? Start writing), and other nonsense. Gee, and maybe, just maybe, one of you people out there will write something?

KEY TO ADDRESS CODES

T = the trade, I believe.

game number = your sub goes on until that game ends or you're out of that game.

C = complimentary.

a number = the issue your sub ends.

game number + a number = you get that number of issues after that game ends or you're knocked out of it.

NEXT DEADLINE FOR ALL GAMES IS 12 Noon Saturday August 9 1975. NOTE THAT 1973PC and 1974GM ARE COMBINED SEASONS.

"You enter the room--10 feet by 10 feet. There is a shortish, say 5'7" young man standing next to a table, turning the crank on a primitive-looking contraption. He's muttering, "Stupid games getting delayed! Stupid GMs delaying games! Stupid ten-page issue!"

"Hold on, Stephen--I know who that is."

"Who?"

"Me."

*****FLEXBUNT CRIES, NARENT IE.*****

THE POCKET ARRIENIAN #18
Scott Rosenberg
182-31 Radnor Rd.
Jamaica, NY 11432

FIRST CLASS
FIRST CLASS
FIRST CLASS

___ Your sub runs out this issue. Subs, you may recall, are 8/2(hint).
___ See you at ORIGINS I, maybe?